```
WAL::Scene
    + Entity
       id
     _entities
       newEntities
     _views
      nextID
    + getID()
    + getEntities()
    + addEntity()
    + scheduleNewEntity()
    + view()
    + applyChanges()
    + Scene()
    + Scene()
      ~Scene()
    + operator=()
      _componentAdded()
       componentRemoved()
       entityRemoved()
                  +_scene
           WAL::Entity
     _uid
       name
     _disabled
    - _shouldDelete
     _notifyScene
_components
    - Scene
    - nextID
    + getUid()
    + getName()
    + setName()
    + isDisable()
     + setDisable()
     + shouldDelete()
    + scheduleDeletion()
+ getComponent()
    + tryGetComponent()
    + getComponent()
    and 13 more.
      _componentAdded()
       componentRemoved()
                  #_entity
        WAL::Component
        + operator=()
            Component()
        + clone()
        + onStart()
        + onStop()
        # Component()
        # Component()
                Δ
BBM::AlphaVarShaderComponent
+ alpha
+ minAlpha
+ maxAlpha
+ initalStepValue
+ step
+ balance
+ clock
+ clone()
+ AlphaVarShaderComponent()
+ AlphaVarShaderComponent()
+ ~AlphaVarShaderComponent()
```

+ operator=()